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Subject: Re: Vech Limit

Posted by [Saga](#) on Wed, 17 May 2006 03:02:05 GMT

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We have the higher vehicle limits running in The Brotherhood of Renegade server with the latest aow script. The only drawback i've seen so far is that vlimit has to be manually typed into the FDS each time a player joins in order for that player to be able to utilize 2.7.2 script. Additionally, a vehiclelimit.cfg support into brenbot needs to be done so that limits can be set per map, and some kind of timer perhaps needs to be used in order to refresh vlimit as players join and leave the server. I hope someone with the ability could make these changes, the higher vehicle limits on large maps makes the game feel new again.

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